

## AMENDMENT

### In The Claims

Please cancel Claim 14.

Please amend Claims 1, 2, 4, 5, 7, 12 and 15 as follows:

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1. (Twice Amended) A score management system which comprises mobile terminals and a score management server being connected to each other via a wireless communication network, wherein,

(a) said score management server:

stores score data;

receives a request for displaying score status from said mobile terminal and performs a verification to identify said mobile terminal;

transmits data representing the score status based on the stored score data of the players associated with said verification and the high-ranking players and an input form to be displayed on said mobile terminal for the players associated with said verification, to said mobile terminal;

receives a request for inputting new score data from said mobile terminal; and updates the stored score data based on the received request for inputting the new score,

(b) said mobile terminal:

transmits the request for displaying the score status to said score management server;

displays the score status based on the received data representing the score status; and

transmits the request for inputting the score data in response to the users input, to said score management server.

2 (Twice Amended) A score management server being connected to mobile terminals via wireless communication network, said server comprising:

a storage unit which stores score data;

a display request receiver which receives a request for displaying score status from said mobile terminal and performs a verification to identify said mobile terminal;

a result transmitter which transmits data representing the score status based on the score data stored in said storage unit of the players associated with said verification and the high-ranking players, to said mobile terminal in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal for the players associated with said verification, to said mobile terminal;

an input request receiver which receives a request for inputting new score data from said mobile terminal; and.

an update unit which updates the score data stored in said storage unit based on the received request for inputting the new score data.

4. (Twice Amended) The score management server according to claim 2, wherein said transmitter and said form transmitter embed the data representing the score status and the input form [in one packet] in order to transmit them to said mobile terminal [and] so that a player can input the new score data.

5. (Twice Amended) A computer readable data recording medium storing a program to be executed by a score management server being connected to mobile terminals via a wireless communication network, said program causes said score management server to:

store score data;

receive a request for displaying score status and perform a verification to identify said mobile terminal from said mobile terminal;

transmit data representing the score status based on the stored score data of the players associated with said verification and the high-ranking players, to said mobile terminal in response to the display request;

transmit an input form to be displayed on said mobile terminal for the players associated with said identifier;

receive a request for inputting new score data from said mobile terminal; and

update the stored score data based on the received request for inputting the new 20 score data.

7. (Twice Amended) The data recording medium according to claim 5, wherein said program further causes said score management server to embed the data representing the score status and the input form [in one packet] in order to transmit them to said mobile terminal.

12. (Amended) The score management server according to claim 2, wherein said mobile terminal is a portable phone or a cellular phone and [the] a telephone number is used to identify said mobile terminal.

14. Cancelled.

15. (Amended) A score management server being connected to mobile terminals via wireless communication network, said server comprising:

a storage unit which stores score data;

a display request receiver which receives a request for displaying score status from said mobile terminal and an identifier of said mobile terminal;

a result transmitter which transmits data representing the score status based on the score data stored in said storage unit of the players associated with said identifier of said mobile terminal and the high-ranking players, to said mobile terminal in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal for the players associated with said identifier, to said mobile terminal;

an input request receiver which receives a request for inputting new score data from said mobile terminal; and.

an update unit which updates the score data stored in said storage unit based on the received request for inputting the new score data.